

LISTING OF CLAIMS

1. (Currently amended) A method for configuring a payable for a gaming terminal, the gaming terminal having a microprocessor which controls game play of said gaming terminal, said microprocessor coupled to a memory, a display device, and at least one input device, comprising:

receiving identification information in said gaming terminal from a gaming operator;

comparing said identification information with authorized identities to verify that said gaming operator is authorized to access paytables of said gaming terminal;

receiving information from said gaming operator, using said input device, for defining at least a part of at least a first payable;

calculating at least a first overall payback percentage for said first payable using said microprocessor;

displaying, on said display device, information from a stored payable, different from said first payable and having a second overall payback percentage which is different from the first overall payback percentage;

electronically comparing, in said gaming terminal, results of said calculating to predetermined government regulatory gaming criteria, and outputting a message if said results fail to comply with said criteria; and

storing said first payable in said memory only if said results comply with said criteria.

2. (Currently amended) A method, as claimed in claim 1, ~~further comprising~~ displaying, on ~~said display device~~, information from a ~~stored payable~~, different from

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said first payable, and wherein said step of receiving information from said gaming operator comprises receiving information for modifying the stored payable to define said first payable.

3. (Original) A method, as claimed in claim 1, wherein said information for defining at least a first payable comprises information for defining the magnitude of a monetary prize, in the absence of an ability of said first user to define or change a prize win frequency.

4. (Original) A method, as claimed in claim 1, wherein said step of calculating comprises calculating all possible game outcomes and any prizes associated with each possible game outcome.

5. (Cancelled)

6. (Previously amended) A method, as claimed in claim 1, further comprising outputting, from said gaming terminal, at least a first suggested modification of said first payable when said results fail to comply with said criteria.

7. (Previously amended) A method, as claimed in claim 1, wherein said microprocessor is programmed to prevent use of said first payable until information is input to said gaming terminal confirming regulatory approval of said first payable.

8-22. (Cancelled)

23. (Currently amended) A method for approving a change to a gaming terminal payable comprising:

inputting by a gaming operator, to said gaming terminal, first information indicative of a payable change;

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① transmitting, from said gaming terminal to a remote computer of a regulatory agency, second information indicative of said payable change;

electronically analyzing said second information in said remote computer and, only if said analyzing indicates regulatory compliance, electronically transmitting, from said remote computer, for use in said gaming terminal, third information indicating regulatory approval of said payable change, while electronically preventing use of the payable change until information is input to said gaming terminal confirming regulatory approval.

24. (Previously presented) The method of claim 23 in which said third information also includes information permitting said payable change to be effected in said gaming terminal.

25. (Previously presented) The method of claim 23 in which, when said analyzing fails to indicate regulatory compliance, said remote computer provides to said gaming terminal at least a first suggested modification for another payable change which does have regulatory compliance, and such suggested modification is displayed to a gaming operator of said gaming terminal.

26. (Cancelled)

27. (Previously presented) The method of claim 23 in which the second information indicative of said payable change includes a change in overall payback percentage.

28. (New) A method for configuring a payable for a gaming terminal, the gaming terminal having a microprocessor which controls game play of said gaming

terminal, said microprocessor coupled to a memory, a display device, and at least one input device, comprising:

receiving identification information in said gaming terminal from a gaming operator;

comparing said identification information with authorized identities to verify that said gaming operator is authorized to access paytables of said gaming terminal;

receiving information from said gaming operator, using said input device, for defining at least a part of at least a first payable;

calculating at least a first overall payback percentage for said first payable using said microprocessor, said gaming terminal having a stored payable, different from said first payable, said stored payable having a second overall payback percentage which is different from the first overall payback percentage;

electronically comparing, in said gaming terminal, results of said calculating to predetermined government regulatory gaming criteria, and outputting a message if said results fail to comply with said criteria; and

storing said first payable in said memory only if said results comply with said criteria.

29. (New) A method, as claimed in claim 28, wherein said information for defining at least a first payable comprises information for defining the magnitude of a monetary prize, in the absence of an ability of said first user to define or change a prize win frequency.

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30. (New) A method, as claimed in claim 28, wherein said step of calculating comprises calculating all possible game outcomes and any prizes associated with each possible game outcome.

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31. (New) A method, as claimed in claim 28, further comprising outputting, from said gaming terminal, at least a first suggested modification of said first payable when said results fail to comply with said criteria.

32. (New) A method, as claimed in claim 31, wherein said microprocessor is programmed to prevent use of said first payable until information is input to said gaming terminal confirming regulatory approval of said first payable.

33. (New) A method, as claimed in claim 28, wherein said microprocessor is programmed to prevent use of said first payable until information is input to said gaming terminal confirming regulatory approval of said first payable.
